

DOCUMENT-IDENTIFIER: US 5651104 A

TITLE: Computer graphics system and process for adaptive supersampling

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BSPR:

Texture mapping has some characteristics that exacerbate the anti-aliasing issue. As seen by a viewer, most texture has been perspectively compressed in one dimension more than in the other dimension. This is because many polygon surfaces are defined at an oblique angle to the viewer. As polygon surfaces tilt to become more and more oblique to the viewer, the footprint of the pixel frustum on the polygon becomes progressively stretched and distorted into a long quadrilateral with a high aspect ratio. When this happens, more texels will be within the footprint along the length of the footprint than across the width of the footprint. If the texels along the length of the footprint are not adequately sampled, aliasing may occur.

CCOR:

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